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19

JANGO & BOBA FETT'S SLAVE 1

Bounty hunter patrol and attack ship

Kamino's expert cloners ***Costume design***

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LUCAS BOOKS

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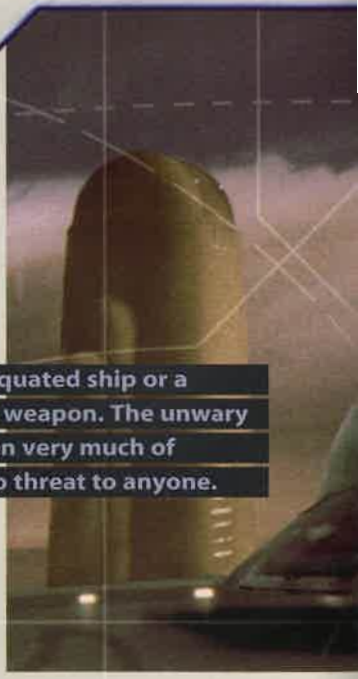
STAR WARS

"THERE'S NO STAR SYSTEM *SLAVE I* CAN'T REACH. AND THERE'S NO PLANET I CAN'T FIND. THERE'S NOWHERE IN THE GALAXY FOR YOU TO RUN."

BOBA FETT

There are very few ships in the galaxy that so deserved to be called 'legendary' as the sole-surviving *Firespray-31*-class prototype did. Stolen from the Oovo IV prison complex by Jango Fett, the ship was renamed *Slave I*. Later flown by Jango's son Boba Fett, *Slave I* gained a reputation as fearful as that of its owners. Some of Boba Fett's targets were known to surrender simply upon catching sight of it on their tails. Upgraded constantly, *Slave I* was still in action and as deadly as ever more than 70 years after Jango Fett first stole it.

THE LEGEND
OF *SLAVE 1*



The unwary might have seen a battered, antiquated ship or a foolhardy pursuer mounting only one visible weapon. The unwary and woefully uninformed might not have seen very much of anything shortly after dismissing *Slave I* as no threat to anyone.

It is in the nature of bounty hunters not to reveal their capabilities to a casual first glance. This was certainly the case with Jango and Boba Fett and *Slave I*. The original ship, a *Firespray-31*-class patrol and attack craft, was built by Kuat Systems Engineering for the Galactic Republic. All six prototypes were deployed to the Desolation Alley prison complex – a high security installation run by the Republic Correctional Authority and built in an asteroid in the Outer Rim Oovo system. It was thought that they were all destroyed during a prison riot, but then one of them turned up in the hands of renowned bounty hunter Jango Fett. The advent of the Clone Wars, and of Kuat receiving many orders from the new Galactic Empire, allowed Fett to keep his unique prize.

Like Father Like Son

Many years later, Kuat Drive Yards were asked to work on their prototype under contract to its owner – a young Boba Fett. During this first refit of *Slave I*, Boba Fett retained the Borstel GN-40 twin blaster cannon as the vessel's only visible weaponry.

Though Boba Fett also kept Jango's minelayer, the two rapid-fire laser cannons his father had concealed as additional weapons just below the cockpit were replaced by a Brugiss C/In ion cannon and a Dymek HM-8 concussion missile launcher. A turret mount was added to the nose of the ship – another concealed modification. Twin Arakyd AA/SL proton torpedo launchers were

fitted, plus a miniature Phylon F1 tractor beam projector.

The modifications didn't stop with merely making *Slave I* utterly deadly in combat. As well as providing some of the weapons hardware, Boba had also acquired a military-grade sensor masking and jamming array. Lastly, he somehow got hold of an XS-12 experimental combat shield system. This gave *Slave I* shielding equivalent to an early *Victory*-class Star Destroyer.

Reintroduction

Decades after this upgrade work was completed, Kuat reintroduced the *Firespray*-class starships, ironically trading off the reputation of Boba Fett and with modifications based on data from Boba's early refit. However, his ship was very different indeed to the one openly sold by KDY. Perhaps it suited Fett to have others underestimate *Slave I* based on experience of a production line vessel.

KDY had limited after-sales success with the range, as the modular design and adaptability of the *Firespray* made it easy and cheap to repair and refit. Perhaps the greatest compliment to the new breed of *Firesprays* was that a number of them were used by Fett's Mandalorian Protectors during the war against the invading Yuuzhan Vong.

BOBA FETT AND *SLAVE I*

A DEADLY TEAM

Over many years, Boba Fett and *Slave I* had been a dangerous combination. While his father Jango relied on his destructive prowess, Boba understood what reputation could do. This was one reason he kept *Slave I* for so long – instantly recognisable, it struck fear and doubt into the hearts of his targets.

Boba Fett had been separated from *Slave I* on a number of occasions. When he was still a child, not long after Jango's death at the Battle of Geonosis, Fett was captured by the bounty hunter Aurra Sing and handed over to Darth Tyranus. Later, he recovered his ship and continued his obsessive quest to kill Mace Windu, the Jedi who had decapitated Jango.

Unusual Allies

While on his first ever major solo hunt, Boba Fett and *Slave I* were attacked by Asajj Ventress, the dark apprentice of Darth Tyranus. Fett and his ship only survived because Ventress was driven off by Anakin Skywalker. The young Jedi helped Fett to repair his ship, and Boba Fett took the time to repaint his armour ahead of a confrontation with Mace Windu – one which ended with the Jedi surviving to fight another day, although barely. In the future, as Darth Vader, Anakin would employ Boba Fett as a bounty hunter on a number of occasions.

Expert Pilot

As time went on, Boba Fett's piloting skills grew to a point where he was almost untouchable. Only the best would risk coming under the guns of *Slave I*. Two IG-88 assassin droids attempted to relieve Boba Fett of the carbon-frozen Han Solo, even as Boba arrived at Tatooine to deliver Solo to Jabba the Hutt. Fett destroyed one of the droids, IG-88C almost immediately, but IG-88D ambushed him. His shields held back the fire of the assassin droid's ship, IG-2000, as Fett raced into Tatooine's atmosphere.

Boba then pulled off a risky braking manoeuvre that IG-88D could not replicate. Though damaged, *Slave I* fired its ion cannon to disable IG-2000 before the tractor beam pulled it in. Fett took time out, allowing IG-88D a moment to contemplate its folly, before launching a full complement of concussion missiles into its ship, completely destroying it.

"There will be a substantial reward for the one who finds the *Millennium Falcon*. You are free to use any methods necessary, but I want them alive. No disintegrations."

Darth Vader

BOBA FETT

THE ULTIMATE BOUNTY HUNTER

From a small child, grieving for his father in the midst of a battle, to the leader of one of the most feared warrior peoples in the galaxy; from the hunter who swore vengeance on Han Solo, to the teacher who trained Solo's daughter to kill her twin – Boba Fett is a survivor.

Boba Fett was nine years old when his father, Jango, was killed in the arena on Geonosis by Jedi Master Mace Windu. Over the next few years, Boba was a fugitive, hunted for his connections to the Separatist leadership and for his father's fortune. At the same time, he was constantly looking for the chance to bring down Mace Windu. When the opportunity arose, thanks to his being rescued by Anakin Skywalker, Boba Fett's sheer fury and determination – and Windu's desire not to kill the boy – meant that he fought the Jedi Master to a standstill before Supreme Chancellor Palpatine intervened.

Building A Reputation

By the end of the Clone Wars, Fett had already established himself as a bounty hunter at the age of only 13. During the next two decades of Imperial rule, he would take many contracts for the Empire. His father's ship, *Slave I*, was made his own and he regularly added to his stock of Mandalorian armour, including that of Jaster Mereel, who had led his father in battle.

Aged 16, Boba flirted with normality, and was very briefly married to fellow bounty hunter Sintas Vel. The two had a daughter, Ailyn Vel, but Fett was forced into exile from their chosen home on Concord Dawn. He returned to the life of a bounty hunter and seemed to give this romantic interlude no second thought.

Regular Customers

Some 12 years before the Battle of Yavin, Boba Fett returned to Kamino. It was not a peaceful visit, as he was leading a detachment of Darth Vader's 501st Legion to destroy clones being bred by rebel Kaminoans to fight against the Empire. As well as the Empire, Boba Fett was also regularly employed by the Hutts. While working for the Besadii Hutts, Boba was outsmarted and humiliated by Lando Calrissian and Han Solo. This would mark the

"Boba Fett is different. He has never failed. They say he is the best that ever was."

PROFILE

Boba Fett

Height

1.78 metres

Species

Human (clone)

Weapon

Blaster rifle, rocket darts

beginning of a long grudge against Solo, who evaded capture at Fett's hands many times.

Troubled Relationship

Before the Battle of Yavin, Boba Fett took a job from Darth Vader to track an Imperial and recover a box he was carrying. Vader intended from the beginning that Fett would not survive the assignment. However he and Fett, who was considering keeping the box, clashed on the volcanic world of Maryx Minor. In the end, Vader got the box and Fett escaped, but the bounty hunter had shown himself capable of resisting some of Vader's powers. Shortly afterwards, the two met again. This time, Vader was being attacked by bounty hunters on Dargulli. Now Fett fought alongside Darth Vader, and the two were victorious. Vader hired Boba Fett a number of times after this.

The Very Best

Despite numerous setbacks, usually at the hands of the smuggler Han Solo and his friends, Boba Fett continued to build his reputation as the very best in his profession. He infiltrated and shattered the Bounty Hunter's Guild, and even captured Admiral Ackbar for the Empire – although they couldn't hold onto the Mon Calamari. Then, having accepted another job from Darth Vader after the Battle of Hoth,

Fett successfully tracked down and captured Han Solo. Travelling to Tatooine to deliver Han to Jabba proved tricky, as many other bounty hunters wanted the considerable reward on Han's head. Ultimately successful, Fett stayed on at the Hutt's palace on a retainer.

The Sarlacc

When Luke Skywalker and Solo's other friends attempted to free Han, Fett was there to see them apparently fail. However, when Jabba tried to feed the Rebels to the Sarlacc at the Pit of Carkoon, things went badly wrong. Fett attempted to deal with Luke Skywalker, who was outfighting Jabba's guards, only to have his jetpack struck by a near-blind Han Solo. Boba Fett ended up in the Sarlacc instead.

Most thought Boba Fett was dead and gone. In fact, he escaped the Sarlacc, though he was badly wounded. Rescued by fellow hunter Dengar, Boba Fett allowed the galaxy to think he was dead. Four years later, he revealed himself to Han Solo on Nar Shaddaa, but Han escaped once again. Officially back on the job, Boba Fett quickly showed everyone he was still the very best hunter in the galaxy, with a series of successful and daring captures.

Moving On

Over 20 years after his feud with Han Solo had begun, it ended by mutual agreement on the world of Jubilar. Fett hinted at retirement and, four years later, he re-emerged as the ruler of the Mandalorian people. During the war against the Yuuzhan Vong, Fett and the Mandalorians were double agents for the New Republic, freeing many worlds from the invaders. Even at more than 70 years old, Boba Fett was never to be underestimated.

Family Matters

During the Second Galactic Civil War, Boba Fett was reconciled with his former wife, Sintas, and his daughter, Ailyn, and met his granddaughter, Mirta. Ailyn was then killed by Darth Caedus – formerly Jacen Solo, Han's son. Fett trained Jacen's twin sister, Jaina, giving her the skills she needed to destroy her fallen brother. Boba Fett recovered Jango's remains from Geonosis, burying his father and daughter together on Mandalore.

JANGO FETT'S *SLAVE I*

BEGINNING OF A LEGEND

When Jango Fett first encountered the Kuat Systems Engineering *Firespray-31*-class patrol craft, it was when the ship was busy destroying Jango's first starship, an old KDY Assault Transport called *Jaster's Legacy*, during a prison riot on Oovo IV.

Although it was necessity that drove Jango to steal one of the six prototype *Firespray* craft from the prison hangars, it was a decision neither he nor his son Boba were ever to regret. After he destroyed the other prototypes, Jango was left with the only ship of its type – an easily modified, repaired and upgraded vessel ideally suited to his needs.

Personal Modifications

The *Firespray* had been designed as a short-range patrol and attack craft, so Jango's first modifications were designed to make *Slave I* a more independent, long-range ship. He added crew quarters which, though very basic, were adequate for his needs. The holding cells were ditched in favour of more compact, less humane wall cabinets. Stripping out more than two-thirds of the interior, including the original propulsion systems, he installed three Kuat-built F-31 drive engines and four X-F-16 power generators. *Slave I* was suddenly as fast and manoeuvrable as many starfighters of the time.

The twin blaster cannon on the ship's nose were augmented by two rapid-fire laser cannon and two projectile launchers, both hidden behind armour panels that slid away on command. The projectiles included proton torpedoes and also dummy missiles that could attach homing beacons to their targets. As a further fatal surprise, Jango fitted *Slave I* with a minelayer, complete with Void-7 seismic charges.

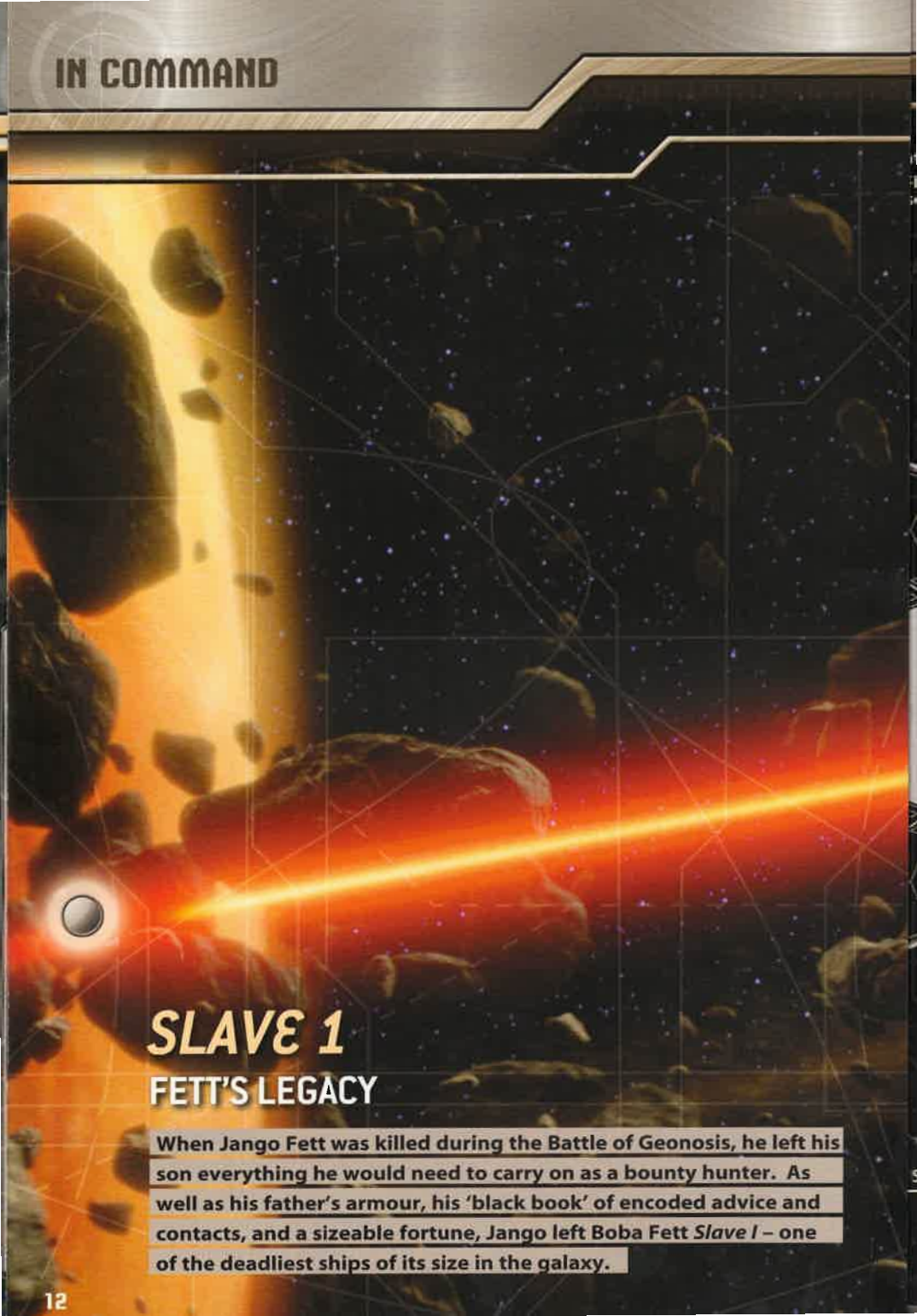
Jango Fett's *Slave I* PROFILE

Type
Modified prototype *Firespray*-31-class patrol and attack ship

Manufacturer
Kuat Systems Engineering

Weapons
Twin blaster cannon, 2x rapid-fire laser cannon, 2x projectile launcher (3 missiles each), minelayer (9 mines)

Affiliation
Bounty hunter



SLAVE 1

FETT'S LEGACY

When Jango Fett was killed during the Battle of Geonosis, he left his son everything he would need to carry on as a bounty hunter. As well as his father's armour, his 'black book' of encoded advice and contacts, and a sizeable fortune, Jango left Boba Fett *Slave I* – one of the deadliest ships of its size in the galaxy.

SLAVE 1

Type
Heavily modified prototype *Firespray-31*-class patrol and attack ship

Manufacturer
Kuat Systems Engineering

Size
Length 21.5m, wingspan 21.3m, depth (excluding guns) 7.8m

Propulsion
3x Kuat F-31 drive engines

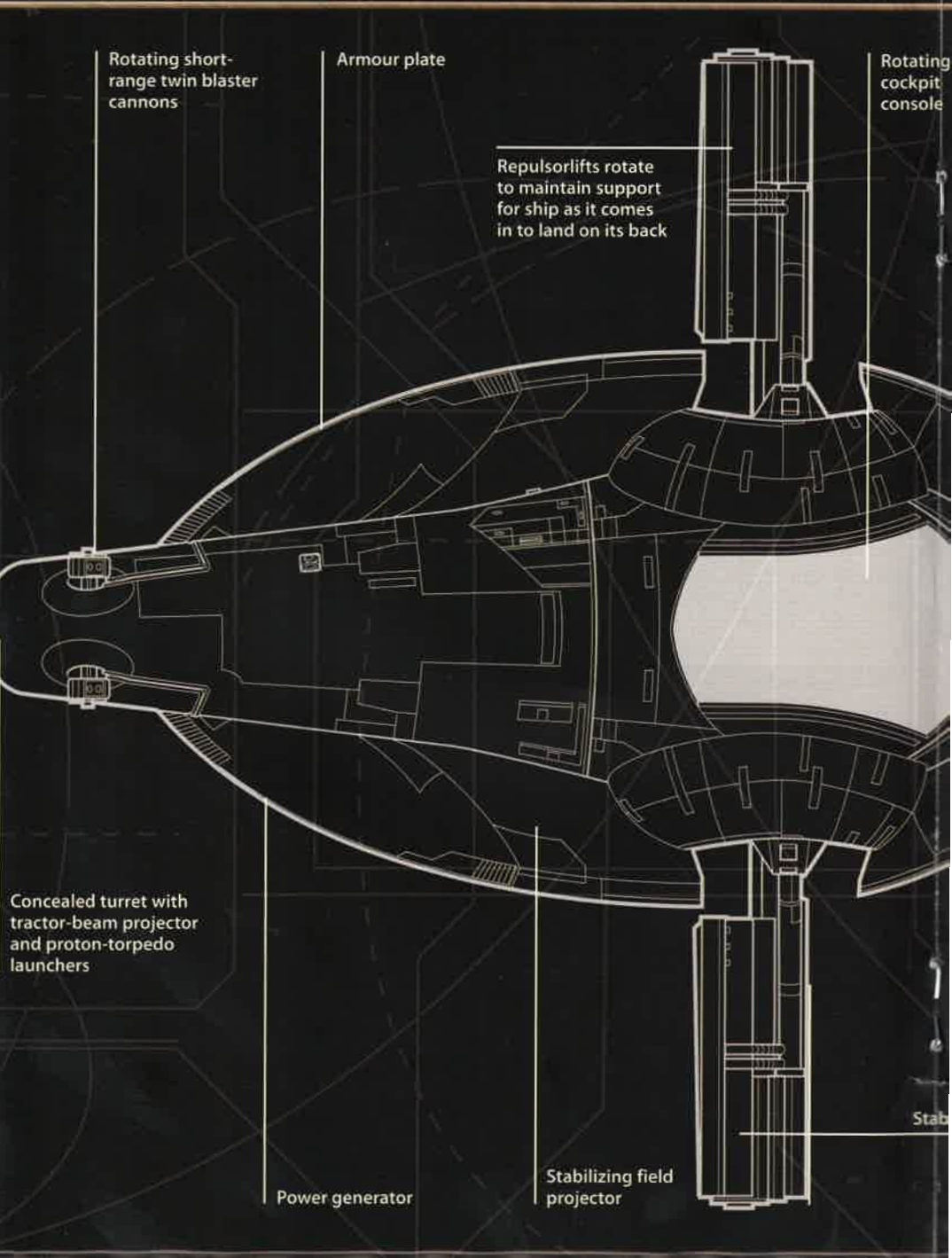
Speed
1000 k/ph (in atmosphere), acceleration 2,500G

Hyperdrive
Class 1.0 (backup drive class 8.0)

Weapons
Borstel GN-40 twin blaster cannon, Burgiss C/In ion cannon, Dymek HM-8 concussion missile launcher (8 missiles), 2x Arakyd AA/SL proton torpedo launcher (3 missiles each), Phylon F1 tractor beam projector, homing beacon launcher, Minelayer (9 mines)

Shielding
XS-12 experimental combat shield system

Affiliation
Bounty hunter

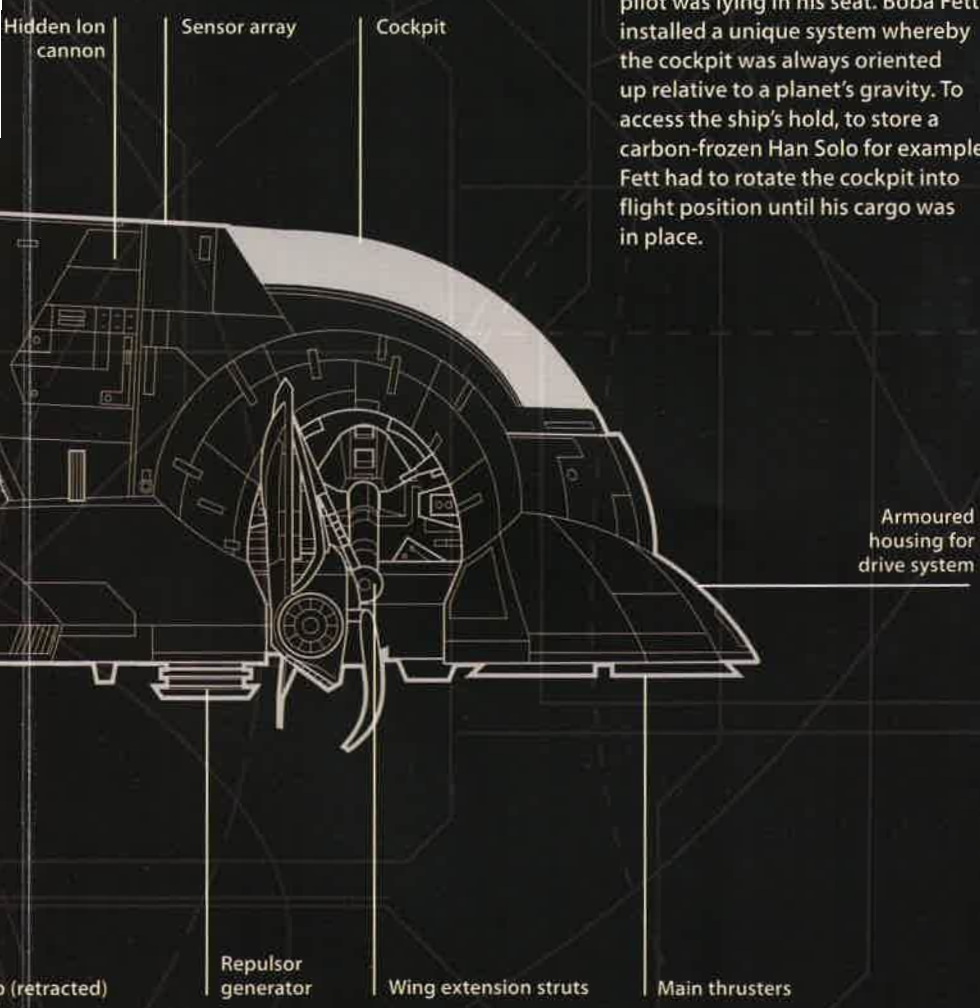

Rotating short-range twin blaster cannons
Armour plate
Repulsorlifts rotate to maintain support for ship as it comes in to land on its back
Rotating cockpit console
Concealed turret with tractor-beam projector and proton-torpedo launchers
Power generator
Stabilizing field projector
Stab

Slave I underwent a great many modifications, refits an
When Boba Fett flew *Slave I* around the time of the Secon
seat remained from the ship left to him by Jango Fett. O
was unwise to judge the ship by appearances. *Slave I* wa

d near-total repairs in its lifetime.
nd Galactic Civil War, only the pilot's
ne constant remained true, however – it
as full of surprises.

Orient express

When *Slave I* landed, it sat flat on its bottom surface with the engines pointing down. The pilot seat was positioned for when the ship was in flight and sitting vertically up on its nose. As a result, when docked the pilot was lying in his seat. Boba Fett installed a unique system whereby the cockpit was always oriented up relative to a planet's gravity. To access the ship's hold, to store a carbon-frozen Han Solo for example, Fett had to rotate the cockpit into flight position until his cargo was in place.



JANGO FETT

JUST A SIMPLE MAN, TRYING TO MAKE HIS WAY IN THE UNIVERSE

Few individuals in the galaxy can match Jango Fett's lasting impact on history. The orphaned boy from Concord Dawn became leader of the feared Mandalorian warriors, one of the best bounty hunters ever to have tracked a target, and the genetic template of both the Republic's clone army and the Empire's stormtroopers.

Jango Fett was born to simple farming folk on the planet Concord Dawn. Caught in a civil war between rival Mandalorian groups, the abruptly orphaned Jango was rescued by Jaster Mereel, the leader of the True Mandalorians. Mereel raised Jango, teaching him the Mandalorian way. The boy learned quickly, becoming one of Mereel's best lieutenants. When Jaster was betrayed by his second in command, Montross, and killed by Vizsla and the Death Watch faction, Jango became Mandalore.

Death of the Mandalorians

Jango was himself betrayed by the governor of Galidraan and Death Watch. A group of Jedi, led by Master Dooku, massacred the Mandalorians. Jango resisted, killing a number of Jedi with his bare hands before being captured.

Though Jango escaped slavery and revenged himself on Vizsla and the Death Watch, the Mandalorians were virtually extinct.

Jango became a bounty hunter, fast building a fearsome reputation from a base on Outland Station, with a Toydarian, Rozatta, as his occasional agent. Fett was contacted by Darth Tyranus, whom Jango recognised as the former Jedi Master Dooku. Keeping this to himself, he accepted the contract Tyranus put on his former Padawan, Komari Vosa, a job also contracted to Montross.

Fett was victorious, dealing with both Vosa and Montross. At the same time, he picked up a new ship – *Slave I*. Tyranus offered Fett another job, that of Prime Clone and trainer for an army to be grown on Kamino. Accepting the huge fee, Jango requested an unaltered clone of himself. He called the boy Boba Fett and, as Jaster had done, raised his charge in the Mandalorian ways.

When Obi-Wan Kenobi stumbled on the cloning operation on Kamino, Jango and Boba went to Geonosis. Events spiralled from there, leading to the opening battle of the Clone Wars. When Jango was struck down by Jedi Master Windu, Boba remained to carry on the Mandalorian legacy.

Did you know?

During the hunt for Komari Vosa, Jango began a professional relationship with shape-shifting Clawdite bounty hunter Zam Wesell. He would later contract out bounties to Wesell, including the assassination of Senator Amidala of Naboo. Fett was forced to kill Zam when she was caught by two Jedi on Coruscant.

PROFILE

Jango Fett

Homeworld
Concord Dawn

Species
Human

Height
1.83m

Vehicle
Slave I

Affiliation
Mandalorian

TIPOCA CITY
CLONING FACILITY

Not for nothing were the Kaminoans known as the best cloners in the galaxy. Their extensive facilities in Tipoca City were without equal. There, they created, grew and trained millions of clone warriors for the Grand Army of the Republic.

While Tipoca City was dominated by the central military complex, the much smaller cloning facility was the most important part of the city, and central to the Kaminoan planetary economy. Housing the offices of the government on the edge of the disc-shaped city section, as well as the residential blocks for the scientists and workers on their three-month work rotation, the central core was devoted to the cloning facility. During the Clone Wars, and in the decade before, Tipoca City's facilities were given over almost totally to the production of warriors for the Grand Army of the Republic.

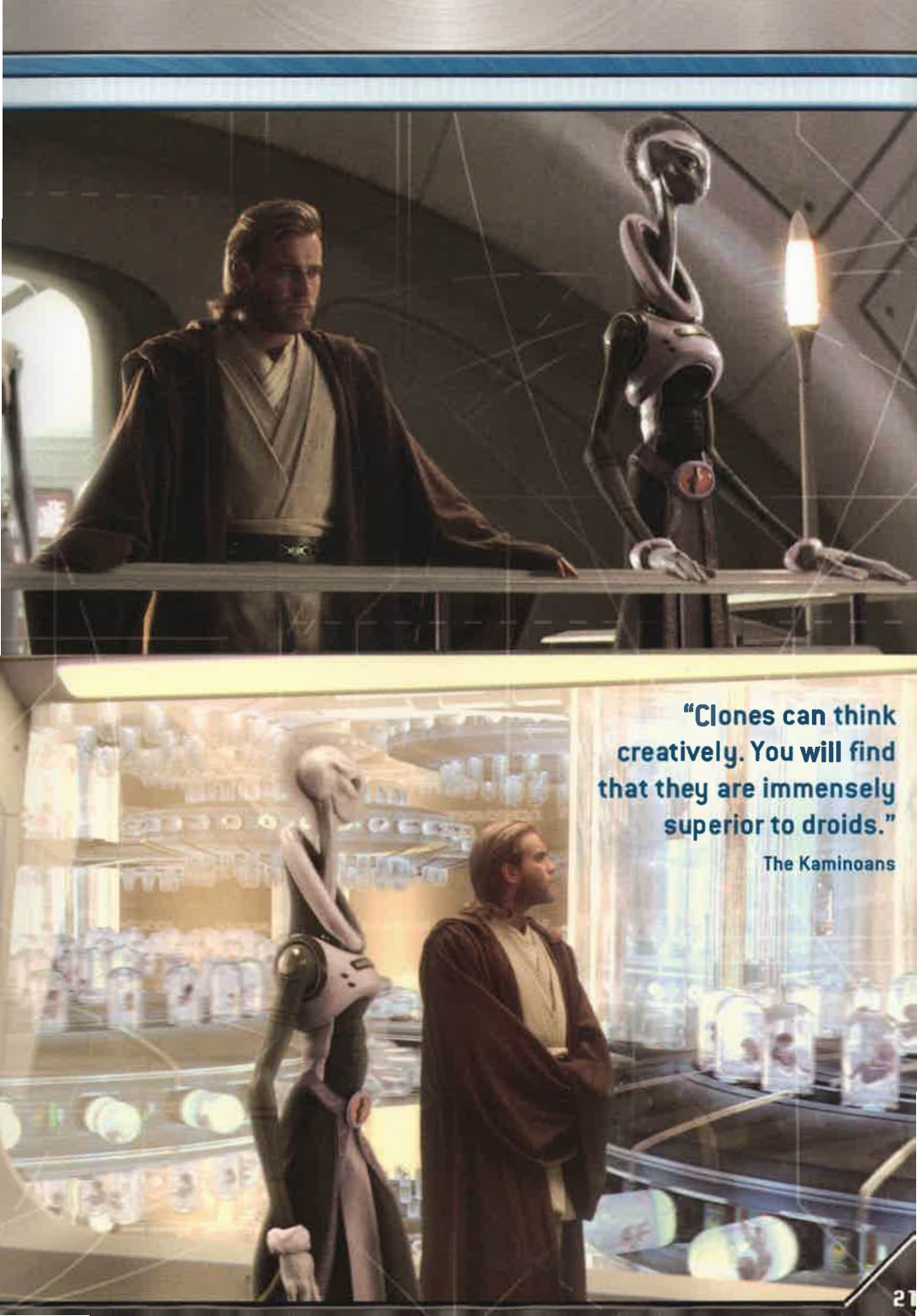
Mass Production

Clone batches were created and grown in a massive laboratory complex. Embryos were 'built' to precise genetic templates, complete with all the DNA modifications demanded from the clients' parameters for the finished clone. Once the embryos had been created, they were immediately placed in growth tanks. The tanks were part of the cloning chambers – saucer-like pieces of technology that housed the DNA sequencers, diagnostics and monitoring equipment, life support, and an independent energy supply. The cloning chambers were kept moving constantly, in a facility with precisely the correct lighting and temperature conditions for optimal clone growth. The chamber discs were moved around the facility on repulsorlift beams, while scientists continually monitored their development. As clones grew, they were passed from section to section, with each area devoted to a particular stage of the clones' development.

The warriors grown for the Grand Army were subject to growth acceleration, so it was only a matter of months before the clones were 'born'. At this point, they were passed on to the military complex for training.

Obedience

Kaminoan Chief Scientist Ko Sai supervised the genetic manipulation of the clone warriors produced for the Grand Army of the Republic. As well as


"Clones can think creatively. You will find that they are immensely superior to droids."
The Kaminoans

"Tell your council that the first battalions are ready and remind them, if they need more troops, it will take more time to grow them."

The Kaminoans

identification

The unique clone trooper identification number is embedded in each clone's DNA. The clones themselves have no physical markings indicating their unique identities. A special scanner incorporated into the clone trooper helmet identifies the trooper and this information is displayed on a tiny LED viewscreen incorporated in the back of the helmet.

growing at twice the normal human rate, the clones were altered to make them more obedient. Jango Fett's natural defiance of authority was not considered appropriate by the Kaminoans. Ironically, as the Clone Wars ground on, certain batches of warriors destined for special elite units were allowed greater freedom from genetic interference in an effort to foster more operational autonomy and creativity on the field of battle.

Hard Lessons

The swiftly growing clone children began their education as early as possible. Wearing helmets that cancelled out external sound and enhanced and modulated their brain waves for better retention of information, rank upon rank of clones were given all the military knowledge they could ever need. Individuality was not allowed, with clone batches being subdivided into odd or even groups. There were no numbers in early training that the clones might latch on to. At all stages, the clones were monitored to detect any aberration. Those drifting from established parameters were given additional conditioning.

Tough Teachers

Intensive physical training and battlefield-simulation exercises meant that the clones were fully capable warriors after only ten years. Jango Fett designed the training programme, and it was overseen by 100 sergeants the bounty hunter had picked himself – including 75 Mandalorians. The clones had to be able to act on the issuing of Order 66. Being created from and trained by a man who had killed Jedi with his bare hands was a distinct advantage.

To minimise issues with the restrictive battle armour they wore, the clones spent as much time as possible in their combat equipment. They were trained in every form of combat considered necessary, and familiarised with all the relevant equipment and military vehicles. Kilometre-wide enclosed facilities allowed the Kaminoans to create realistic facsimiles of potential battlefields: from tropical swamps to icy wastes; from wide deserts to claustrophobic streets. When Obi-Wan came to Kamino, the Grand Army was ready for battle.

IVO COVENEY

THE IN-BETWEEN WORLD OF COSTUME PROPS

Creating the look of the *Star Wars* universe for each new film brought fresh challenges. Costume Props Supervisor Ivo Coveney explains how the visual demands of the *Star Wars* prequels gave rise to the creation of a whole new department, and a new role for himself.

In film-making, there is normally a distinct line drawn between costumes and props. At Lucasfilm, starting with the making of Episode I, that distinction became blurred. As a result, the creation of a new costume props department gave Ivo Coveney a lot to do! Starting as a costume props modeller for Episode I, Coveney returned for the second and third of the *Star Wars* prequels as Costume Props Supervisor.

To define his role, it's important to understand what costume props are. Coveney described them as "anything that's worn, but not actually part of the costume in a traditional way".

"Props are all those things that are held, like backpacks, weapons and things like that. But there's a middle ground, which includes masks, jewellery and armour, that ends up on the costume-props side", Coveney told the official *Star Wars* website. "A props department doesn't usually answer to the costume department, so if you ask the props department to make you a suit of armour or a backpack or a helmet, what they deliver is what you get. Some designers got frustrated with that and said, 'This is really important to me, and I want to have control over it.' So that is how my role has come into being in the UK."

The Original Fett

For Episode II, Coveney and his team made the armour for Jango Fett – a process both "fascinating and also frustrating". The costume, worn by Temuera Morrison, was based on that of the legendary Boba Fett. "It's an image from 20 years ago, and it's such a stunning image. It was an honour to do it, and it was nice to be able to change the colour

Behind the scenes

Coveney and his team built Darth Vader's armour for Episode III, ensuring that it fit Hayden Christensen and correcting a number of flaws from the original costume, particularly in the asymmetrical mask.

scheme to create a bit of a new look. But in other ways, it was frustrating, because remaining faithful to that costume's look meant we couldn't take full advantage of our craft's advancements since the 1980s."

All Action

There were other issues that Coveney and his craftsmen had to tackle. Most of these were due to the larger role given to Jango: "Jango has a lot more action than Boba Fett ever did. I don't know how many costumes they had for *Empire* and *Jedi*, but we ended up with six full costumes, and three were stunt costumes. We had to have someone on-set to keep an eye on it, not realising how much of a beating it would get. He was just doing so much... that you just can't make a costume to survive that really.

"Often in the props side you don't see the actors, so you don't worry about them. You just make a gorgeous-looking object. But when you put your work on an actor, it can sometimes be too heavy, too cumbersome or too fragile. With characters like Jango Fett, we had to make it something the actor is comfortable with. It has to be as light as you can get it, but it also has to be resilient for the fights and last all day."

Coveney credits the ability of both Costume Designer Trisha Biggar and of *Star Wars* Director George Lucas to visualise a final design from preliminary work as key to producing a high volume of work in a tight schedule.

"It takes a long time for us to be able to give them a finished product because you have to do the sculpt and you have to cast it and then you have to produce an original. Then you fit it on the person and then you alter it. And it's only a couple of days before it's actually delivered that it looks like it's going to look. Luckily, they're both used to it now. They can see how it will work."

SLAVE I

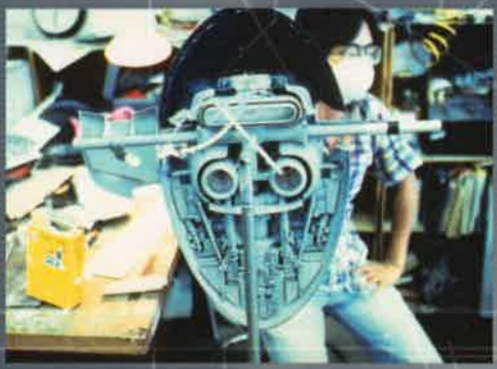
STEP-BY-STEP MODELLING

SLAVE I CREATION

1 For Episode V, *Slave I* was realised through a combination of a model and matte paintings. Here, the model is being mounted for shooting.

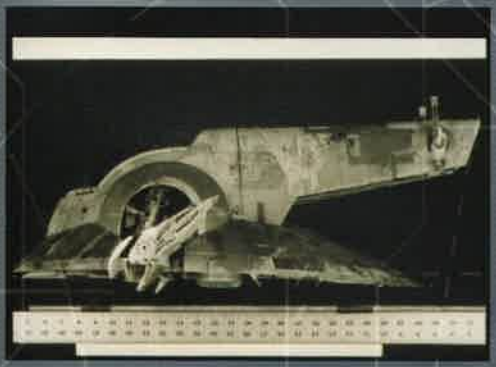
2 Harrison Ellenshaw's stunning matte painting of *Slave I* on Cloud City's landing platform set the style for Boba Fett's iconic vessel.

5 A rear view of the 1980 model, which included parts of off-the-shelf plastic kits.



6 The primer coat is applied to the *Slave I* model during its construction for *Star Wars* Episode V.

Designer Nilo Rodis-Jamero recalls: "I remember seeing a radar dish and stopping to sketch it... George thought it was elliptical, so that's what it became. When we were building the ship at ILM, somebody looked at the street lamps and pointed out that they looked like Boba's ship. So everyone began to think that was where I got the idea..."



3 A side view of the miniature built for filming. The model measured 66 x 69 x 25cm and replicates the look of the matte painting.

4 Front view of the Episode V model. Additional shots of the ship for the Special Edition of Episode V were computer generated.

7 Shots of the ship itself for Episode II were entirely computer generated, as in this top view.

8 The cockpit was the only part of Jango Fett's *Slave I* that the art department built for Episode II.

DID YOU KNOW?

1 Who played Jango Fett in *Star Wars: Attack of the Clones*?

2 Jango and Boba Fett's coded language was based on what?

3 Who designed the look of the original Boba Fett?

ANSWERS:

1. In Episode II, Jango Fett was played by New Zealand actor Temuera Morrison.

2. Jango and Boba Fett use a coded language based on Huttese to keep their conversation private from Obi-Wan Kenobi when the Jedi visits them on Kamino.

3. Joe Johnston designed the final look for Boba Fett, but he and fellow concept artist Ralph McQuarrie traded ideas and both worked on the initial designs of what they called the Super Trooper.

G

Geonosis

Planet
Episode II

A planet in the Arkanis Sector of the Outer Rim Territories surrounded by a ring of mineral-rich asteroids. This rocky, irradiated planet was home to the insect-like Geonosians. The underground Stalgasin Hive concealed the massive foundries that supplied the Trade Federation and other members of the Confederacy of Independent Systems with huge droid armies. The Stalgasin execution arena and the surrounding area were the site of the first pitched battle of the Clone Wars. On the fall of the Republic, the Empire controlled the planet. Geonosis cut itself off from the rest of the galaxy once the Emperor died, and remained that way.

Givin

Species
Episode IV

From the planet Yag'Dhul in the Inner Rim Territories, the Givin were superb natural mathematicians who, due to their unique physiology, were able to survive in the vacuum of space. A solid exoskeleton gave the appearance of walking humanoid skeletons and their bodies could seal all external orifices to protect them from depressurisation – an evolutionary trick to protect the Givin from the atmospheric chaos caused by the intricate, complex orbits of their world's moons. Expert shipbuilders, their vessels carried no navigational computers; the crews worked out such calculations in their heads.

Ghent, Zakarisz

Character
Expanded Universe

Few slicers in the galaxy could compete with Ghent, a prodigy who hacked the Imperial master encryption code, ILKO, when he was only 12 years old. In two months of on-off work he did what had taken a full Rebel Alliance team of top slicers an intensive month. Talon Karrde discovered the young man and recruited him just after the Battle of Endor. As part of Karrde's crew, the absent-minded and dangerously naïve Ghent was able to thrive. After the Thrawn Crisis, he joined New Republic Intelligence, rising to the rank of Chief of Cryptography.

Gorg

Species
Episode I

These amphibians were natives of Tatooine, though they spread through many worlds due to their being considered a delicacy by many species. Also known as chubas, they were bred, often illegally, by so-called gorgmongers. On Tatooine, gorgs would wait, buried deep in the desert sand, safe in hardened saliva cocoons. They would emerge briefly during rare times when there was sufficient moisture for them to do so, at which point they would spawn. In favourable conditions, the eggs would hatch and the tadpoles would swim away, rapidly maturing into adults. In unfavourable conditions, the adults would eat the young.

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